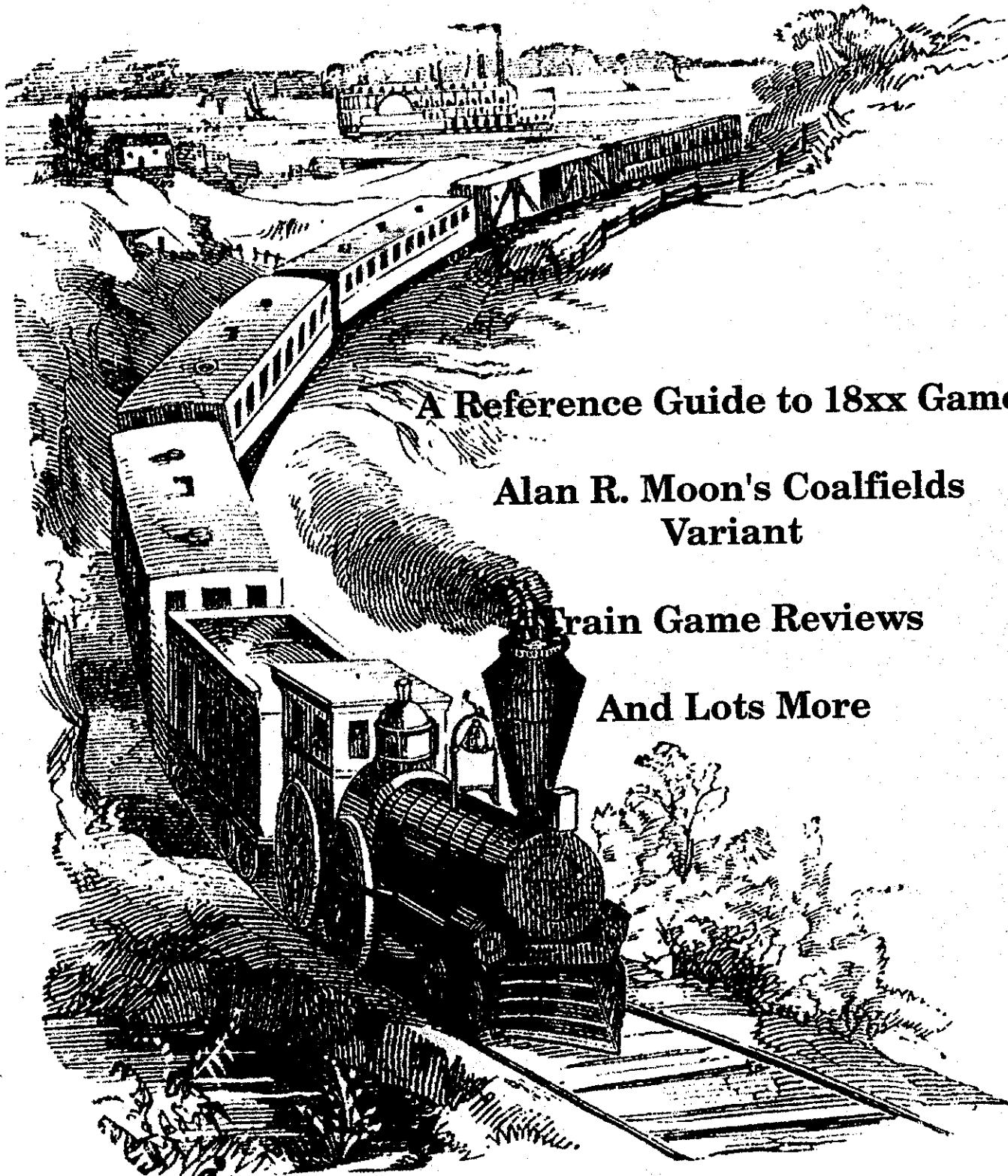


Train Gamers Gazette

A Train Gamers Association, Inc Newsletter

Summer 1995

Volume 2 Number 2



A Reference Guide to 18xx Games

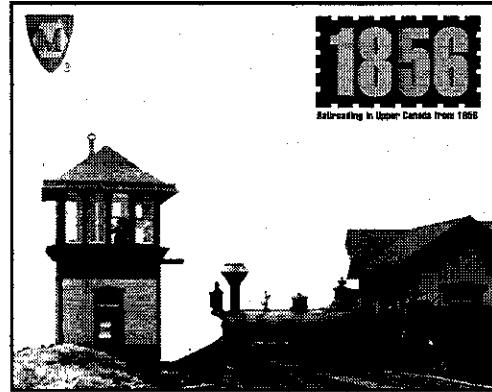
Alan R. Moon's Coalfields
Variant

Train Game Reviews

And Lots More

Introducing the newest additions to the internationally acclaimed 18XX line!

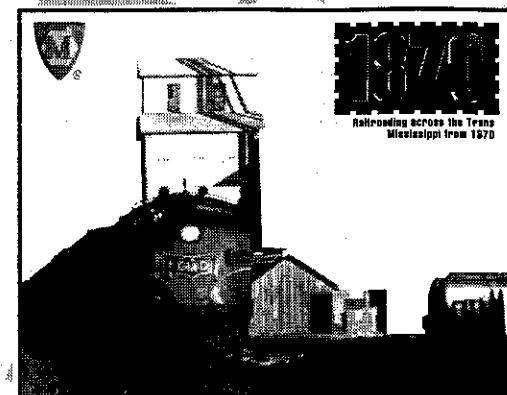
Wall street and railroad history combine in the strategy filled games of 1856 and 1870. Part of the internationally acclaimed 18XX lines, all three games allow players to test their business skills as they buy and sell shares, float corporations, and try to become the president/director of a company. 1856 takes railroading to Upper Canada where players can open and operate a rail company using government loans, while 1870 explores the Trans-Mississippi Valley where players can defend the stock price on share sales, and purchase company stocks for reissue. Corporate raiding, stock manipulation and insider trading are all part of the strategy and fun.



Deluxe components include warp-resistant boards, plastic sorting tray, map, locomotive cards, stock certificates, private company certificates, hexagonal tiles, die cut tokens, rules, and money.

1856 \$45.00

1870 \$45.00



Train Games From Mayfair Games, Inc

Empire Builder System

Empire Builder® \$30.00 • Eurorails® \$30.00 • Iron Dragon Rails™ \$30.00 • Nippon Rails™ \$25.00 • North American Rails™ \$25.00 • British Rails™ \$25.00 • Australian Rails™ \$25.00 • Uncle Happy's Train Game™ \$14.95

Train Card Games

Express™ \$12.50

18XX Line

1835™ \$60.00 • 1856™ \$45.00 June • 1870™ \$45.00 July

International Games

Dampfross \$50.00

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Gluck. Used under license. All Rights Reserved. Mayfair

Games, Inc. 5641 W. Howard St. Niles, IL
60714, (708) 647-9650.



Train Gamers Gazette

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A Reference Guide to 18xx Games

Finally, what every 18xx train gamer has been looking for—a list of 18xx variants available and where to get them

by *David Reed*

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The Coalfields Variant

A reprint of the popular but hard to find 1830 variant

by *Alan R. Moon*

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back issues

The Train Gamers

Association was organized to foster and promote train gaming on both the national and local levels.

We boast of members from Australia, Canada, and the U.S. with many train game designers and manufacturers participating in our organization. Membership benefits include a TGA t-shirt, access to the Train Gamers Directory, information about local TGA gaming clubs forming around the country, participation in the TGA Train Gamers Ranking System, news on Puffing Billy Tournaments®, reports on RailCon '95 (the only convention dedicated exclusively to train gaming), and a subscription to the Train Gamers Gazette. Each issue comes with at least one game variant/insert.

The following game inserts appeared in the past issues: Fall 1994 - 1835 Minor Variant; Winter 1994 -

1830 Debt Variant; Spring 1995 - Rails to the South Pole; Transatlantic Rails.

Members may purchase back issues (if available) for \$3 except the Spring issue which is \$4.

Letter from

the Editor

Dear Fellow Train Gamers,

We are evolving--as you will see when you take a look inside this issue. It has been a year since I embarked on creating the first issue of the *Train Gamers Gazette*. The Gazette was always meant to be a major mission of the Train Gamers Association, but who could have guessed what it would become? What the TGA would become?

When the board of the TGA first met, we had only one ill-defined goal for the TGA; we wanted to create an organization that would serve train gamers across North America and, perhaps, around the world (if you're going to dream, then dream big!). But how that goal would play out would have to be determined by experience and experience has been surprising.

How could we have guessed that within one year, the TGA would have members not only from the U.S. and Canada but also from Australia? How could we have guessed that the TGA would go on-line and have its own WWW homepage (thank you, Mark J. Smith)? Or that the TGG would become a centerpiece of the organization?

In the past year, we have achieved much as train gamers let us know what they like, and don't like, about the TGA. The TGG game insert/variant feature has been a huge success as has the Train Gamers Directory. The Puffing Billy Tournament® has gone from being a novelty item at conventions to being a sought

after and prestigious event.

And the future looks bright. The first TGA Train Gaming Club is forming in the metro Denver area and RailCon '95 looms on the horizon. For many us, RailCon '95 has become a defining experience, a microcosm of what the TGA is all about. At RailCon '95, we hope to gather the very best train gamers from around the world and spend three days competing for a number of titles. But, at the same time, we are open to the novice gamer and the gamer who comes just for the fun of playing. It will be a time for fierce competition but also a time to share and learn new strategies, discuss industry news, and track down new opponents. As I have said, RailCon is the TGA in microcosm.

One of the signs of a vital organization is a high level of communication and many of you have written to me with your comments. Others have written articles and game variants/inserts for the TGG. I hope of all you feel free to do the same because it is you who defines what this organization and this publication are and what they will become.

Let us know what you think because you are the single most important component in the TGA.

Till next time,

Heather Barnhorst

A Reference Guide to 18xx Games

Finally, what every 18xx train gamer has been looking for--a list of 18xx variants available and where to get them.

by David C. Reed

INTRODUCTION

This article is a comparative list of games in the 18xx game system. It consists of three parts: a listing of game titles with settings, a list of games in order of release date with discussion of features introduced by the game, and a listing of contact addresses for the publishers. I have gathered the information found here from correspondence with many people and rely on their accuracy in many places. In some instances, all I have to report is the rumor of a title and its setting. Any information which would flesh out the listings, correct errors, or add new entries would be welcome (see the contact list for my address).

I would like to thank everyone who helped with this list, especially Stuart Dagger, Bill Dixon, and Chris Farrell.

THE TITLES

- 1825: Covers England and Scotland•
- 1827: Covers all of the continental United States•
- 1829 (South): Covers Southern England and the Midlands*
- 1829 (North): Covers Midlands, Yorkshire and Scotland*
- 1830: Covers Northeast United States and Southeast Canada
- 1832: Covers Southeast United States•
- 1835: Covers Germany
- 1837: Covers the Austro-Hungarian Empire
- 1839 (1): Covers Holland*
- 1839 (2): Covers Northern Italy
- 1839 (3): Reprint of (2).
- 1847: Covers Southern Germany and the Alsace-Lorraine area@
- 1850 (1): Covers Sicily
- 1850 (2): Covers Midwest United States•
- 1853: Covers Imperial India
- 1856: Covers South Central Canada•
- 1869 (1): Covers Transcontinental United States•
- 1869 (2): Covers Transcontinental United States•
- 1870: covers Midwest United States and the Mississippi River Valley•
- 1874: Covers Michigan-Wisconsin-Minnesota-Central Canada•
- 1881: Covers Berlin's tramways*

2038: Covers the Solar System•

- To be Released
- * Out of Print
- @ Rumor Only

THE GAMES

What already has been published:

1829

1829 Southern Board: Designed by Francis Tresham; Published by Hartland Trefoil (UK)*

1829 Northern Board: Designed by Francis Tresham; Published by Hartland Trefoil (UK)*

These two games are the original 18xx games which introduced all the fundamentals of the 18xx system: tile-based track laying; trains that run a number of stops based on their number; tile upgrades in phases which are started based on the first sale of different types of trains; shares of corporations purchasable by players; share performance is based on the equation of railroad=profitability; trains becoming obsolete as newer trains become available; and private railways and packet shipping lines adding to the earnings of both players and corporations and which may make other routes possible for their owners.

A unique feature of the 1829 games is the survey parties which are used before a tile may be placed. 1829 has four phases (yellow, green, russet/brown, and grey). 1825 will be a major overhaul of the 1829 games.

There are six (four still in print) expansions for the 1829 boards:

MSK-1: Added 6 tiles: 2 of #60 (grey) and 4 of #67 (grey and

convention news

BenCon '95

June 23-25, 1995

Sheraton Hotel Denver

West

Lakewood, CO

The TGA will host this Puffing Billy Tournament®. The sponsoring convention has a twist - all proceeds go to local charities.

Info: Rocky Mountain Benefit Gamers Association
P.O. Box 19232

Boulder, CO 80303-2232

Phone: 303-665-1062

Puffing Billy Conductor
Heather Barnhorst

Origins '95

July 13-16, 1995

Philadelphia, PA

Info: Andon Unlimited
P.O. 1740

Renton, WA 98057

Phone: 206-204-5815

Train Gaming Guests

Darwin Bromley

Peter Bromley

Puffing Billy Conductor

Train Gamers Association

Dragon Con '95

July 13-16

Atlanta, GA

Info: Dragon Con

P.O. Box 476

Atlanta, GA 30362-0690

Puffing Billy Conductors:

Jay Timmelson and Tricia Williams

russet)

MSK-2: Added 9 trains: 3 of type 3T, 2 of type 6, 2 of type 2+2, and 2 of type 4+4E

MSK-3: Updated the rulebook and added 4 pound notes to the game (Out of Print)

MSK-4S: A bookkeeping program for the Southern board for the Commodore Pet (Out of Print)

MSK-5: Added 8 tiles: 2 of #55 (yellow), 2 of #56 (yellow, 2 or #69 (1853-style, not 1830-style yellow), and 2 of #11 (green)

MSK-6: Added 8 tiles: 3 of #52, 1 of #64, 1 of #65, 1 of #66, 1 of #67, and 1 of #68

1830

1830: Designed by Francis Tresham; Published by Avalon Hill (US)

The second 18xx game saw many major innovations: Diesel trains which run through an unlimited number of stations were added; 6 trains were added; the stock market became much more dynamic; share values had the ability to move in four directions (in 1829 they only move right or left); zones were added where extra shares may be bought or held in excess of normal limits; many of the private companies have special powers or bonuses for owners; and the private companies are auctioned at the beginning of the game.

1830 has three tile phases (yellow, green, brown). Two add-on variants designed by Alan R. Moon have been published:

Take a Ride on the Reading:
Adds the Reading railroad, etc.

The Coalfields Variant

Both variants are slated to be reprinted by the Train Gamers

Gazette in 1995.

One add-on variant designed by John Puddifoot has been published:

1830 Bonds: A debt variant (published by the Train Gamers Gazette)

Avalon Hill released a version of 1830 for the IBM PC in April 1995 and the computer game added many variant features, including a random map generator, a new railroad (the Reading), new tiles, split payment, variable length games, and others.

1853

1853: Designed by Francis Tresham; Published by Hartland Trefoil (UK)

The third 18xx game added many features to reflect the nature of building railroads in India. Narrow gauge (metric), which is cheaper to build than standard gauge, and dual gauge track was added; "M" trains, which run on the metre gauge track were added; mail trains added a sure source of income for railroads; there are no private railroads; there are frontier posts which give the first railroad to build to them a bonus; companies are limited in where they may place their stations; trains ignore minor (10) towns when counting their run lengths; and the bid-contract system to start the game was implemented.

1853 has four phases (yellow, green, russet/brown, and grey).

There are two expansions:

MIK-1: Added duplicates of many of the yellow tiles (25 in all)

MIK-2: Added a new way of starting the game and running the share price index; also adds a set of event-type cards.

1835

1835:
Designed by Michael Meier-Bachl and Francis Tresham; Published by Hans im Glueck (Germany); Distributed in the US by Mayfair Games, Inc.

1835 added the following innovations

to the 18xx system:
"Nationalization" (the ability of players to buy up all of a company's stock under certain circumstances); a starting packet set-up; "minor" railroads which are only owned by one player but which may lay track; the Prussian railroad (which eventually absorbs all of the private and minor railroads); companies gaining capital as the shares sell; and "plus" trains (which can run through minor (10) towns in addition to the major towns (a 2+2 can run through 2 major stops and 2 minor stops)).

Hartland Trefoil has made one expansion:

MEK-1: A complet new money set im more convenient denominations.

The Train Gamers Gazette has published one variant by Gary Norton:

1835: Minor Variant

1839 (1)

1839 (1): Designed by Rob van Wijngaaren and Paul Stouthard; Privately Published*

1850 (1) does not cover a period of actual history, but uses a "what-if" scenario; the king of the Two Sicilies was approached by several English railroad firms about building in his kingdom. He turned them down but the game assumes that he did not.

This game should not be confused with the later game of the same title. This variant covered Holland and was published in extremely limited quantities

(c. 50). It was authorized by Francis Tresham, who owns one of the few copies. The game is no longer available and will remain so, unless some company releases a commercial edition.

1839 (2)

1839 (2): Designed by Federico Vellani (Italy); Privately Published

1839 (2) has been up to this date one of the most 18xx games. It added many features: 8 trains; pass tiles (which stop all but 8 trains); "small" companies (which can turn into normal companies later in the game); companies may merge; "non-historic" companies (which start anywhere on the board — the better the start, the more expensive it is); and companies may buy stock in other companies.

convention news

Continued from page 4

Gen Con Game Faire

1995

August 10-13, 1995

Milwaukee, WI

Info: Gen Con

P.O. Box 756

Lake Geneva, WI 53147

Train Gaming Guests:

Darwin Bromley

Peter Bromley

Puffing Billy Conductor:
Train Gamers Association

RailCon '95

August 25-27, 1995

Sheraton Hotel Denver

West

Lakewood, CO

Hosted by the TGA, this is the annual gathering of train gamers to test their skills against expert opponents. Titles up for grabs include the Invitational Puffing Billy Champion, the Open Puffing Billy Champion, and the Masters Puffing Billy Champion. Other activities include the TGA Annual Banquet, the Railroad Trivia contest, the Team Event, the Hospitality Suite, and a host of demonstration events. A rail tour is associated with the convention.

Continued on page 6

Continued from page 5

Info: Train Gamers Association
P.O. Box 461072
Aurora, CO 80046-1072
Phone: 303-660-7824
Train Gaming Guest-of-Honor: Darwin Bromley
Puffing Billy Conductors: Heather Barnhorst and Jay Tummelson for the Train Gamers Association

NanCon 88 - XVII
September 1-4, 1995
Ramada Hotel Northwest
Houston, Texas
Info: NanCon 88
Southwest Freeway
Houston, TX 77098

Tacticon '95
September 15-17, 1995
Sheraton Hotel Denver West
Lakewood, CO
Join the TGA as we host another Puffing Billy Tournament!
Info: The Denver Gamers Association
P.O. Box 440058
Aurora, CO 80044
Phone: 303-665-7062
Puffing Billy Conductors: Heather Barnhorst

Continued on page 8

1850 (1)

1850 (1): Designed by Federico Vellani (Italy); Published Privately

1850 (1) does not cover a period of actual history, but uses a "what-if" scenario; the king of the Two Sicilies was approached by several English railroad firms about building in his kingdom. He turned them down but the game assumes that he did not. The game added a new train movement system based on the number of hexes rather than the number of towns and cities (narrow gauge moves half as quickly as standard). 1850(1) also has dual gauge lines.

1837

1837: Designed by Leonhard Orgler (Austria); Privately published

1837 shares many features with 1835 and is, in many senses, a more complex form of that game. It added a different form of "plus" trains (4+2 trains have been mentioned in reviews, but no details have been given on how they work); freight trains (which run to coal mines); older trains may be voluntarily scrapped for a 50% discount on a new train purchase; a third company payout option (split payment between company and stockholders); and a hexagonal share price index (stock prices may move in six different directions).

A deluxe edition of this game features cut-out tiles, a mounted game map, and other niceties.

1881 (aka "Das Berliner Strassenbahn Spiel")

1881: Designed by Michael Mette; Privately Published*

Tramways, not railways, are the subject of this game. It was published in a limited edition (50 copies).

COMING ATTRACTIONS

These titles either have been announced by their publishers or designers, or have been rumored in discussions on the Internet but have not seen the light of day.

1825

1825: Designed by Francis Tresham; To be Published by Hartland Trefoil (UK); To be Distributed in the US by Mayfair Games, Inc

1825 is a massive revision of the 1829 games and it will be released in three units and an unspecified number of extension kits. The first unit will cover the Southeast, the second will add the Midland, and the third will cover Scotland. The three boards will add different trains, ship packets, new railways, more map (revised, also), and, for the first time, a fifth tile laying phase.

1827

1827: Designed by Federico Vellani (US); Privately Published

1827 will have a western and an eastern section, which may be played separately or joined together. The planned publication date is January 1996.

1832

1832: Designed by Dill Dixon; No

Publisher at this time

As well as some interesting private company, this game introduces company merger rules. This game uses the new stock market rules introduced in 1850 (2). Also utilises 10 companies and train types 2-6, 8, 10 and 12.

1839 (3)

1839 (3): Designed by Federico Vellani (Italy); Privately published.

This will be a revision of 1839 (2). Federico plans on addressing the major weakness of 1839 (2) -- the time required to finish a game.

1847

1847: Designer Unknown

Nothing is known about this title.

1850 (2)

1850 (2): Designed by Bill Dixon (Canada); No Publisher at this time

This game introduces the new stock market rules for Share Redemption, Share Reissue, and Share Price Protection.

Companies may buy their own shares from players (with their permission) or from the bank pool. The company then receives the dividends for these shares. These shares may be reissued to the market at a later time to raise funds for the company. A president of a company whose stock is sold has the option of immediately buying the stock and preventing the fall in value (if he has both the money to buy the shares and the space to hold them). The game utilises 9 companies and train types 2-6, 8,

10, and 12.

1856

1856: Designed by Bill Dixon (Canada). Published by Mayfair Games, Inc (US)

In this game, companies need a variable number of shares to start and receive their starting capital as shares are sold and company objectives are met.

This feature makes companies poor. To counter this, the Government will loan the railways money. These funds, of course, have to be repaid. Those companies that cannot repay their loans are absorbed by the Canadian Government Railroad.

Small towns may be removed or upgraded; 11/12 companies and more expensive trains (2-6, Diesel) are used.

1869 (1)

1869 (1): Designed by Alan Moon. No Publisher at this time (Can we assume that White Wind, Inc would publish it?)

No details are known about this game.

1869 (2)

1869 (2): Designed by Bill Dixon (Canada); Still in Alpha

This game covers the building of railroads across the continental divide, as well as, special rules to cover railbuilding in the mountains. This game uses the new stock market rules introduced in 1850 (2). 9

companies and train types 2-6, 8, 10, and 12 are used.

1870

1870: Designed by Bill Dixon (Canada). To be Published by Mayfair Games,

Inc (US)

This game has destinations for each railraod. It is not necessary for the railroads to build to them but doing so is beneficial to the company. This game uses the new stock market rules introduced in 1850 (2). 10 companies and train types 2-6, 8, 10, and 12 are used.

1874

1874: Designed by Ryan Moats (US); Under Development.

2038

2038: Designed by Jim Hlavaty and Tom Lehman; To be Published by TimJim Games (US)

2038 is set in a portion of the Asteroid Belt. Companies explore, mine, and deliver ores

Continued from page 6

CapitalCon XI

September 23-24, 1995

Prairie Capital Convention Center

Springfield, IL

Info: Mike Rodgers

520 Ridgely

Springfield, IL 62702

Phone: 217-522-5824

Puffing Billy Conductor

Mike Rodgers

Winter War XXIII

February 2-4, 1996

Chancellor Hotel

Champaign, IL

Info: Donald McKinney

986 Pomona Drive

Champaign, IL 61821

Phone: 217-351-9194

Conventions running PBIs that we have minimal info on:

MichiCon

June 30-July 2, 1995

Puffing Billy Conductors:

Darwin Bromley, Trella Wilhite

DexCon

July 21-23

Somerset, New Jersey

PB Conductor: Trella Wilhite

PacificCon

September 1-3, 1995

PB Conductor: Trella Wilhite

Emperor's Birthday/FoxCon

September 1-3, 1995

PB Conductor: Darwin Bromley

Field of Honor

September 22-24, 1995

Des Moines, IA

PB Conductor: Jay Tummelson

instead of laying track to connect cities. Innovative features include: random board setup (each game is different); claiming mines; refueling stations; minor companies can either become growth corporations or eventually merge into the asteroid league; two methods to form new corporations with different capitalization/starting stock prices; a partial dividend payout option; etc.

Hartland Trefoil Ltd
226 Bideford Green-7F
Linslade
Leighton Buzzard W7 7TWS
Bedfordshire
England

Mayfair Games, Inc
5641 Howard St
Niles, IL 60714
USA
Phone in US: 800-432-4376
Fax in US: 708-647-0930
e-mail: Mayfair@aol.com

Leonhart Orgler
Donaustrasse 4
2344 SUEDSTADT
AUSTRIA
1837 lists for 350 schillings, the deluxe version lists for 910 schillings. It is not known if post is included.

David Reed (author of this article)
1084 B Crystal Brook
Bryan, TX 77803
e-mail: dmreed@bihs.net

Tim/Jim/Prism Games
1198 Sherman Ave
Menlo Park, CA 90425
Phone in the US: 415-854-4676
2038 lists for \$50.00

Federico Vellani
28 Via San Giovanni del Cantone
1-41100 Modena
ITALIA

1839 lists for 45000 lire in Europe/55000 lire in the rest of the World (Post included).
1850 (1) lists for 30000 lire in Europe/40000 in the rest of the world (Post included)

David Reed lives, works, and games in Bryan-College Station, Texas. He has been playing train games since high school when he first played the new (at the time) game, *Rail Baron*. He graduated first to *Rails Through the Rockies*, then to *Empire Builder*, and then to *1830*. He has since added a bunch of other train games, and seeks to play many, many more.

The TGA welcomes its first life-time member.

Colin Barnhorst has graciously donated a much needed external hard drive to the TGA. In return for his generosity, the TGA has made him a life-time member.

Thank you, Colin, from all us at the TGA.



Norfolk & Western
Railroad
PRESIDENT

2 SHARES 20%



Norfolk & Western
Railroad

1 SHARE 10%



Norfolk & Western
Railroad

1 SHARE 10%



Norfolk & Western
Railroad

1 SHARE 10%



Norfolk & Western
Railroad

1 SHARE 10%



Norfolk & Western
Railroad

1 SHARE 10%



Norfolk & Western Railroad



Tokens:



FREE



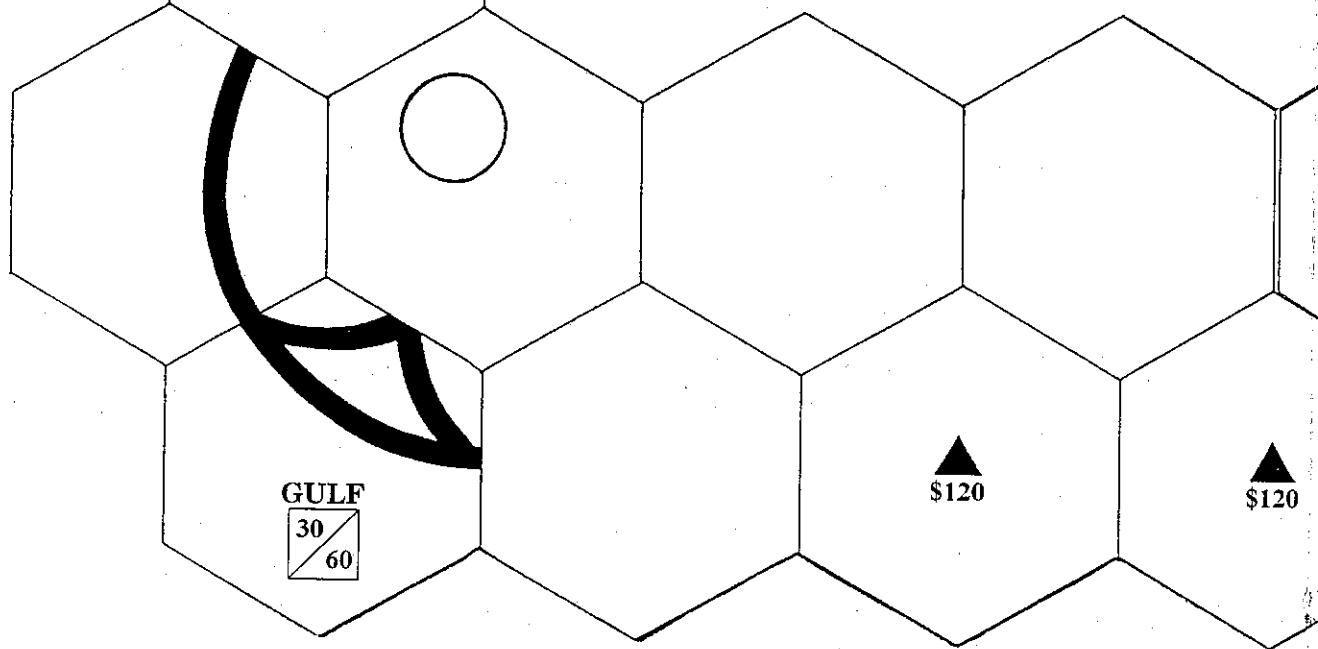
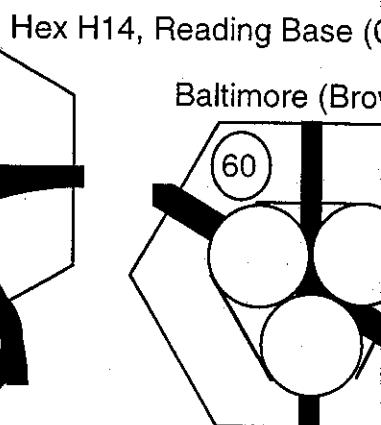
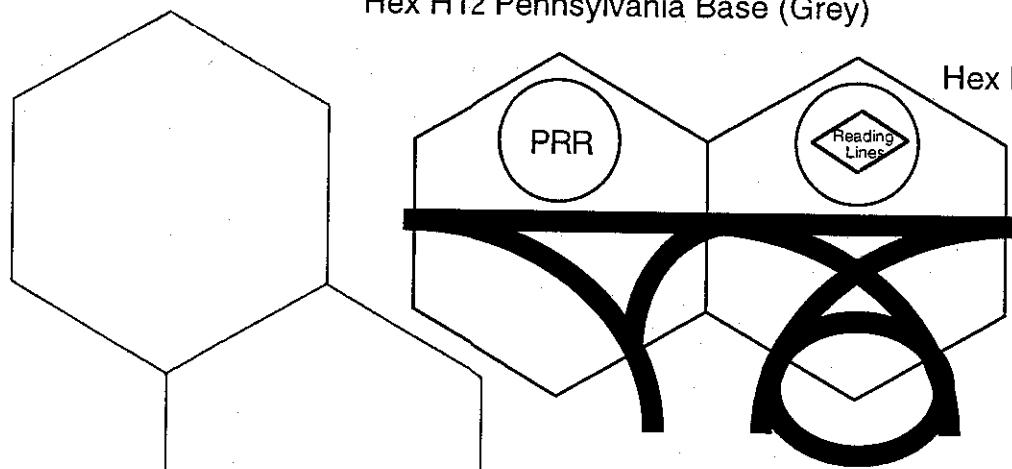
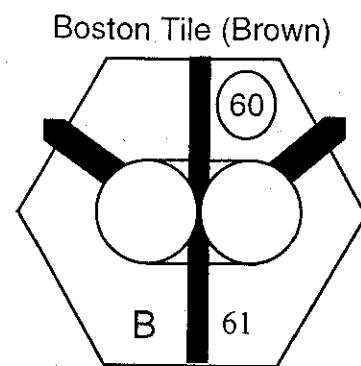
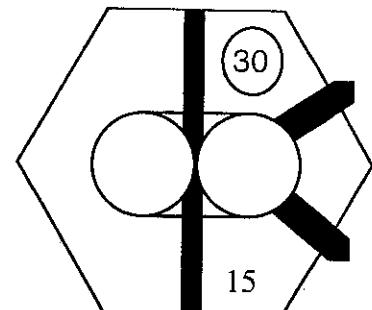
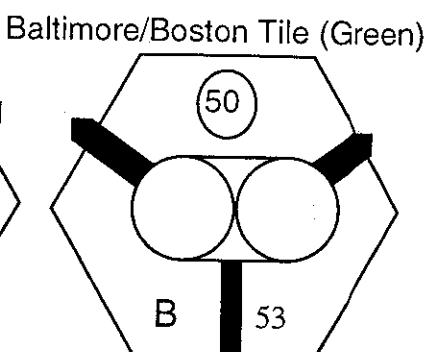
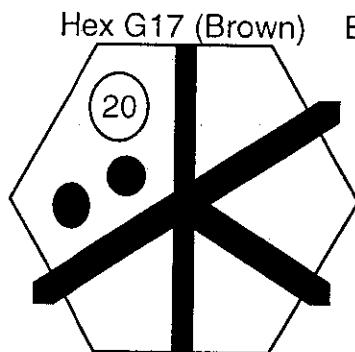
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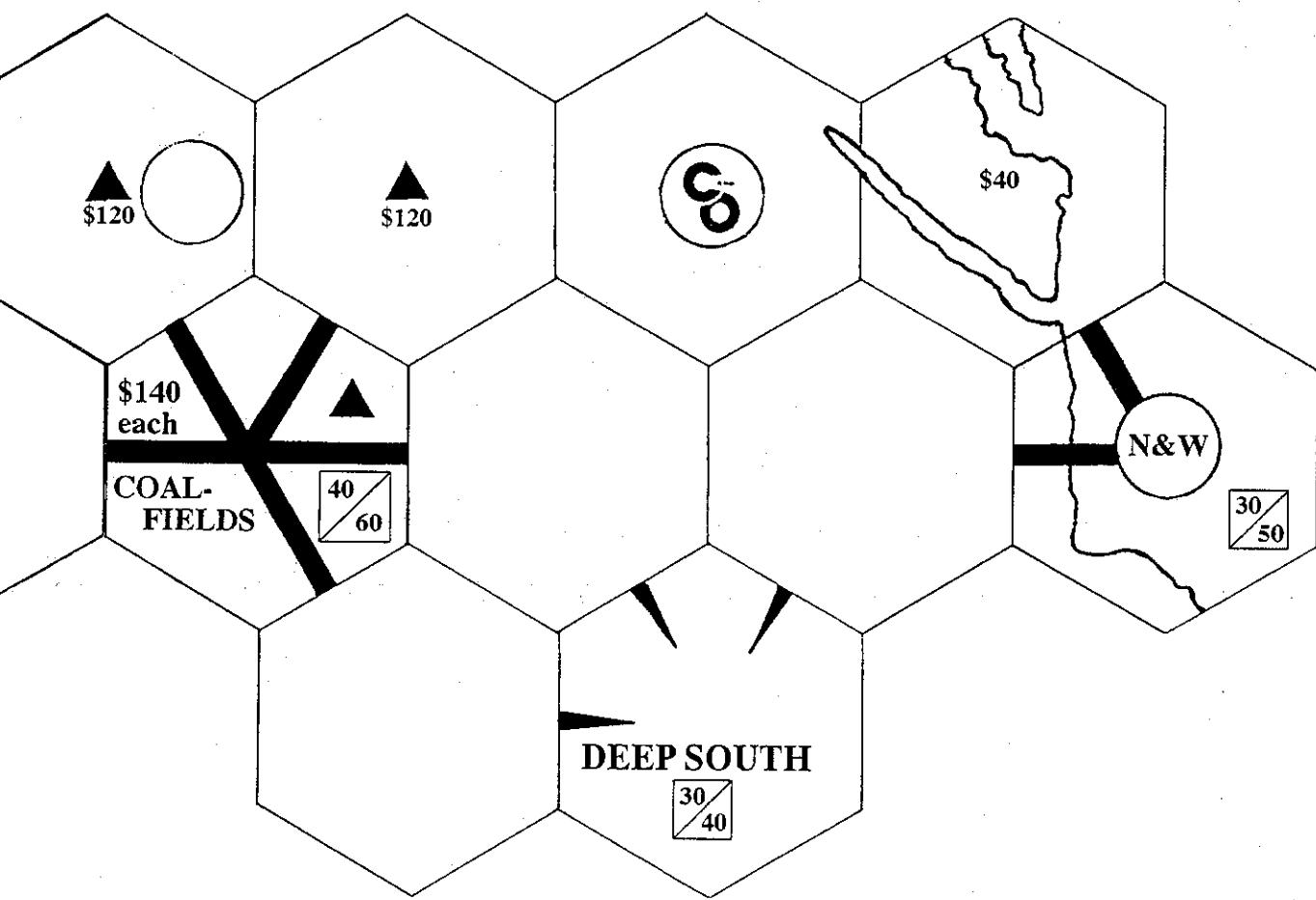
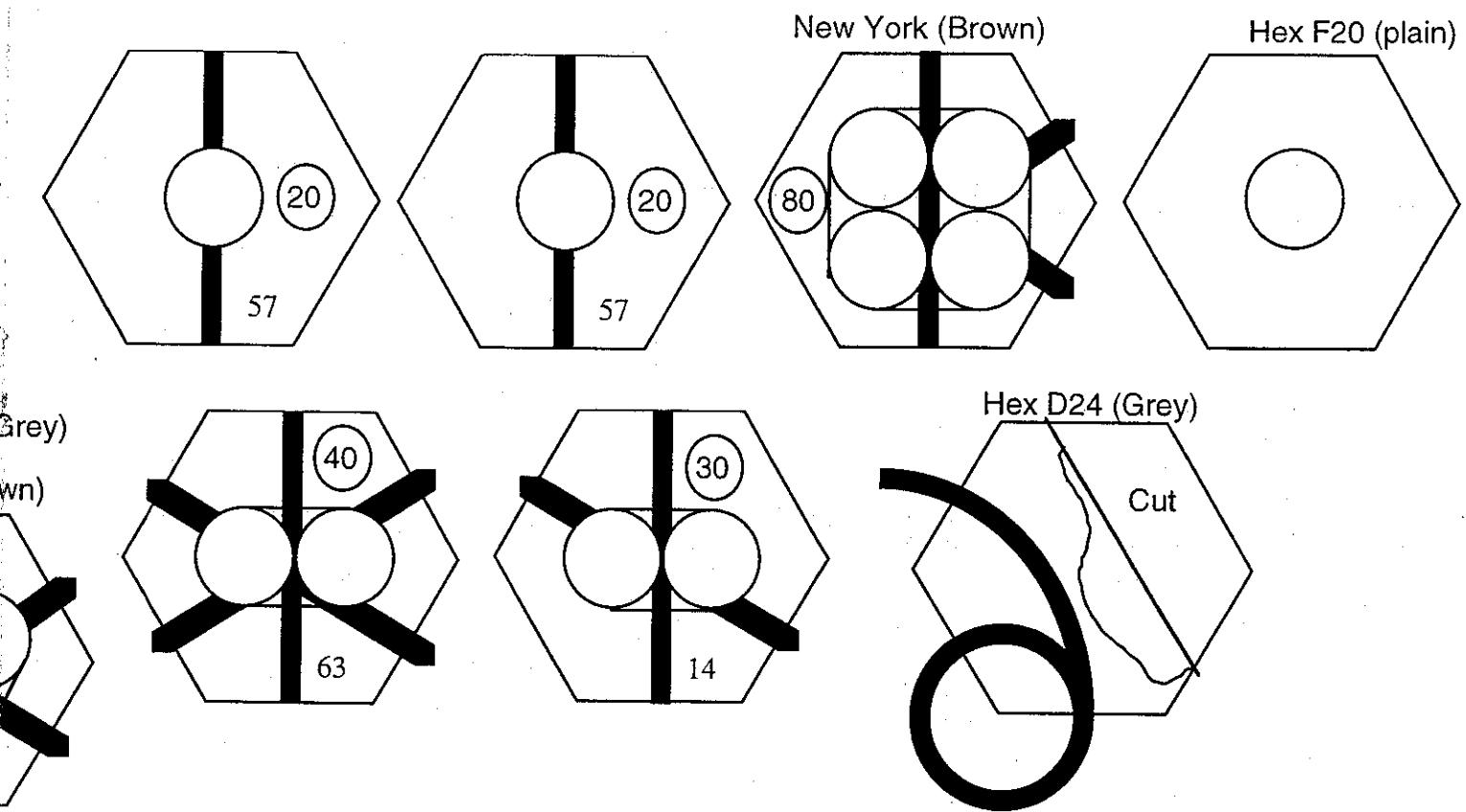
\$100

Treasury:

Trains:



The Coalfields



4	\$300	6	\$630	7	\$710
					
<i>Empire State Express, 1893</i>		<i>Niagara Class, 1945</i>		<i>4-6-6-4 Challenger</i>	
4	\$300	6	\$630	7	\$710
					
<i>Empire State Express, 1893</i>		<i>Niagara Class, 1945</i>		<i>4-6-6-4 Challenger</i>	
D	(\$750) \$900	D	(\$750) \$900	D	(\$750) \$900
					
<i>General Motors F Series</i>		<i>General Motors F Series</i>		<i>General Motors F Series</i>	
D	(\$750) \$900	D	(\$750) \$900	D	(\$750) \$900
					
<i>General Motors F Series</i>		<i>General Motors F Series</i>		<i>General Motors F Series</i>	
					
	Norfolk & Western Railroad		Norfolk & Western Railroad		Norfolk & Western Railroad
1 SHARE	10%	1 SHARE	10%	1 SHARE	10%
					
	Norfolk & Western Railroad				
2 SHARES	20%				

SANTA FE: A REVIEW

Santa Fe: Designer: Alan R. Moon. Publisher: White Wind, Inc. Retails at \$55.00

Reviewed by Dean Washburn.

If you are a devout 18xx gamer, maybe this game isn't for you. However, if you still have any friends, a

spouse, or even a life, you might want to give this game a second look.

Santa Fe has been around for a few years (copyright 1993). It may be somewhat difficult to find, so if you come across one

you're lucky even though it does retail for around \$55.

The English version of the rules is four half-pages long and located in the back of the rule book. The first six pages are in German, but the English rules are there. The rules are fairly simple to understand and leave little up to interpretation. The one interpretation our group has made is to not allow a bonus for building to starting cities. That statement will make sense later

in the review.

The playing board is a mounted board which folds into a quarter of its size for storage. The various cities on the board are represented by a number which indicates their basic card value, ie., Tuscon is worth 6 points. If two railroads were to build into Tuscon, each played card would be worth 12 points. Some cities

have double track going through them thus increasing their potential for scoring at the end of the game. There are five railroads in the game, each represented by different colored track. Each player is allowed to lay track each

turn, but is not required to lay track in a specific railroad, or can, if allowed to lay two pieces of track, lay track in two different railroads. Also, a player need not lay any track at all. Be careful in the advanced game because if all players pass their opportunity to lay track, the game ends. Our group has a player who won that way. The cards represent all the individual cities on the board and their basic score value. The normal maximum hands is five

This game almost begs for expansion. I can almost imagine an English, German, Indian, or another possible expansion. If you haven't tried this game yet, you should!

upcoming releases

1859 (Mayfair Games, Inc. Retails at \$35.00. In Retail Hobby Stores Now)

Colorado Railz (WinSome Games, Inc. Retails at \$19.99. In Retail Hobby Stores Now.) This game is "Tracks to Telluride" in a new packaging format. Instead of the interlocking game board, the map is now in a rolled up, laminated form like the newer Mayfair Games' Empire Builder variants. It is a tube the size of a relay runner's baton. Let's make it very clear, Colorado Railz is the same game as Tracks to Telluride but our reviewers say that at this lower price (instead of the \$50.00) they would recommend the game with few reservations.

1825 (Hardland Trefil) Release imminent. Retails at £ 18.45 (approximately \$30.00). The following information is from a Hardland Trefil publicity flier sent out to train gamers.

New Features: A modular game built up from Units and optional Kits. Alternative economics because of choices simultaneous play, a dynamic stock market, revisions to the playing board to encourage realistic routes, and various new designs in the Extension Kit.

It is well known that Hardland had developed some improvements to 1829 over the years but never added them to the game due to problems with revised parts and new rules. 1825 represents a clean break from the original.

Three Units are planned for release and each should take no longer than three hours to play with two to four players participating. In addition the Units and Kits may be combined to allow up to nine players to participate.

Unit 1: South Eastern England, Unit 2: Midlands (mid 1995), Unit 3: Northern England and Scotland (future date).

The following Kits are in preparation: Kit 1: Wales, Kit 2: Western, Kit 3: North Norfolk, Kit 4: North and Western Scotland.

Hardland Trefil says that 1825 may be played with 1829 but does not recommend the combination. Train geometry is going to count so that this process being entirely successful.

For more info:

Hardland Trefil Ltd.
5 Chapel Lane, Blisworth,
Northampton, NN7 3BY, England

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tales from the new world

From the many discovered tomes in Shaed (based on Iron Dragon)

This writing tablet that the mages have given me is a wondrous example of the New Magic sweeping through the realm—it has the capacity to store my words indefinitely within itself or to transmit them back to the Wizard School in Chu-Zarkh with the muttering of a simple three-word incantation. Already I see the advantage in its storage capabilities for surely I do not wish to repeat every word I write to the Elder Mages.

It is with this device that I shall make my reports of the New World to the Elder Mages.

I learned of my assignment two days ago, only hours after I graduated from the University, and I have been in a frenzy of activity ever since. The documents that I had been assigned to carry to Oldman were late in their preparation so that I nearly missed my train heading north, the enormous Iron Dragon who goes by the unromantic name of *The Belcher*.

I was quite impressed with the beast and its carriage and immediately fell under the sway of the lore of the Iron Dragon. Soon my infatuation was tested when I discovered the reason for the great beast's name. *The Belcher* carries the most noxious fumes. *The Belcher* had originated in the south in Culde Mordel and many of the better seats were taken. The situation was further exacerbated when a group of immigrants heading back to their homes in the North boarded but with the judicious use of a simple spell I was able to obtain a window seat in one of the forward compartments. People came and went when their bellitch chime unavailably.

I must say the passenger cars are nicely appointed with padded leather seats and silk curtains on the windows. I learned from Captain Nut, our human engineer, that *The Belcher* was a young dragon—his

Continued on page 13

Continued from page 13

cards. At the start of the game, every player is given a "2X" which allows double building and multiplies all city bonuses by two. Also available for purchase after the first turn are the Branch Cards, which allow railroads to branch out and build in different directions. These cards do count against your hand limit.

What has our group learned in playing **Santa Fe**? We always play the advanced game, which isn't much more difficult than the basic game. We tend to play the "2X" cards early, rather than show our building plans, and try to build toward the cities for which we have cards. We also like to double the city bonus, normally two, and make sure the track is going the way we want. Since some cities have a special bonus for certain railroads, we sometimes steer clear of those unless we have a card or are assured the bonus is ours. There is nothing more disappointing than playing a Portland card (7 points) early and then seeing all the other players avoid building track to Portland. One of the big debates in **Santa Fe** is about the value of the Engineer card. The Engineer card allows free building across rivers, but costs \$4 if purchased at the start of the game. It may be drawn freely during the game as a replacement card, but then it restricts your hand limit to four cards. We have one player who steadfastly refuses to pay the \$4 and still seems to win as much as the rest of us. There is nothing that allows free building through the mountains, so watch your money early in the game. At the end of the game, which occurs when a player is unable to lay any track or all players pass in a turn, the value of each city is computed and added to a player's

money total to come up with a final score. Surprisingly, most of our games turn out to be quite close.

On a scale of 1 to 10, I would give **Santa Fe** the following ratings:

Ease of Play: My teenagers and I like to play this game and it is very easy to teach to newcomers. **My rating:** 9 (10 being the ability to play without reading the rules).

Components: Being somewhat color blind, I keep trying to extend the Southern Pacific (white track) with the Kansas Pacific (yellow track). **My rating:** 8 (10 being nearly impossible to achieve).

Value: The price may seem above average but, in comparison to other games I have, I believe I have played this game enough times to justify the cost. **My rating:** 8 (10 being a free game that plays well).

Overall: If you have some friends that you want to introduce to train games, this is a great start! **My rating:** 8.

This game almost begs for expansion. I can almost imagine an English, German, Indian, or another possible expansion. If you haven't tried this game yet, you should!

Dean Washburn is a TGA member and a highly respected train gamer known across the country. He is one of the first train gamers in Colorado and one of the founding members of the Puffing Billy Committee, an organization which was responsible for the formation of the Puffing Billy Tournament®. Dean is also the developer of the Puffing Billy Scoring system.

1830 (IBM PC): A REVIEW

A Review of Avalon Hill's 1830 Computer Program

By Thomas Vilfroy

1830 for the PC: Published by Avalon Hill Game Company; Retails at suggested price of \$49.95.

Avalon Hill's 1830 was released to computer format in early April. The program can be played on a 386 PC computer or higher with 4 Megs of memory, according to the box. The 4 Megs is a "joke" and actually you will need 8 Megs to make the program run. For those who do have problems installing the program, don't bother calling AH Technical Support. No one returns the messages left on the automated electronic system.

Upon executing the program, the opening scene is nice but seeing the train light coming toward you a hundred times can get quite tiresome. Fortunately, the opening scene can be deleted and the program still will run.

When you start a new game, you can select the number of computer opponents (up to 5), the difficulty of play (Easy, Medium, Hard and Hardest), as well as, several different options. When playing at the Easy or Medium levels, the computer does not buy 6 or Diesel trains nor does it try to soak a company and give you the remnants. In the option menu are the optional

6 train, no diesels, the Reading Railroad, additional and unlimited tiles, and even a random map. The random map option is unique to the game and definitely is an interesting variant. Should a random map be challenging enough to play again, one can replay the same map by copying the random seed number stored on the hard drive. After selecting the difficulty, number of computer players, and any options, select one of the eight pictures that would represent yourself to begin play. (Unfortunately for women, all the pictures are men! This is due to no female robber barons existing in the 1830s.).

The game starts when the bidding on the private companies commences and at such time the random order of the players will be shown. During the private bidding auction, there is a nice option (the B key) which displays the highest bid and by whom on

each private company. Should you forget what each private can do, you can select any menu button and a menu will appear on what each private company does. As you play the harder levels of play, you will notice the computer players will bid on the same

private you just bid on. This instance is probably the only time you can predict what the computer players will do.

After the privates are sold, the stock round commences. For those who have played 1830 in the tournaments, you will find that the computer likes to start as many companies as possible, and starting a company by yourself will be a challenge since the computer will NOT help get your company floated. The basic premise of the game is you vs the computer players. Usually in the first stock round, the B&O, PRR and some other company will get floated. And the next stock round will have another 1-2 companies floated depending on the number of players.

While playing 1830, the computer program is true to form in regards to play. If you cannot do something, it will NOT allow you to do it. From start to finish, a game will take approximately one hour.

The artificial intelligence or AI in the program is pretty good--not great--but good. For the 1830 people who play it all the time at tournaments, it is probably recommended to try the Hard or Hardest level. At these two levels the computer does try to purchase 6 and Diesel trains and definitely will try to

leave you a trainless company if at all possible. Playing with the original 1830 map, the computer does place some quirky tiles, specifically around New York City. The computer's use of the D&H and M&H private company ability is very rare, but it does

*This 1830 game is
very enjoyable and
fun for those
people who
DON'T play 1830.*

tales from the new world

Continued from page 14

black and silver paint job is new and his brass fittings still gleam.

I was able to enjoy the scenery from my window seat as we traveled north up the coast. It was soothing to watch the ocean to our west and to catch glimpses of the estuaries and tidal flats that dominate this part of the country. To tell the truth, I was becoming quite excited about my journey.

It was at Oxalaco Toll Bridge that we were forced to make an unscheduled stop. The toll master, an evil little troll by the name of Barzen, demanded a bribe before he would allow *The Belcher* to move onward. Now, I know as well as next person that "the little bite" is how many of our government employees make their wages but even one as inexperienced in these matters as I thought that a toll of five goats was exceedingly high (especially since we only carried three on board). And why goats, for goodness sake? Tradition, Nuff told me before he informed Barzen that he flatly refused to pay. Two days we have sat here—delayed by the pride of Nuff and the pigheadedness of Barzen who seems to carry this characteristic of his species beyond the boundaries of good taste.

I have taken the time to review my situation—I suspect that if I carry out my new duties with conscientious attention that they may endanger my continued wellbeing. But I also suspect that the Elder Mages would not mind such a likely possibility.

My name is Welland the Wayward and my mission is to tour the New World and to report my findings to the University via this magic tablet. No one has attempted such an undertaking since Dondar the Mighty traveled across the ocean and established the magic link between Ozu-Zarkh and Wikkedde. Even then, he did not penetrate into the interior of the New World, but now, with the advent of rail travel, my task, I was informed, should be easier to achieve. I was all set to

occur.

During the operating rounds, the player can see the route of each train through use of different colors. Unfortunately, the player cannot see the route the computer used to compute the route of the player's trains. I have found a definite flaw in the computer's routing of Diesel trains. So far, AH has yet to acknowledge this flaw or have any type of fix for it. It can be annoying when you have both NYC cities and can go all the way out to Chicago and the computer says only \$280 but the computer company runs the same route for \$500. It would appear the program has problems with doing loops through and finding the best / more profitable run.

This 1830 game is very enjoyable and fun for those people who DON'T play 1830 (I consider myself a definite Crayon Player). There are some small little quirks in the game that can be sometimes annoying (such as after hitting the accept button you cannot back off your move & if you place a station before laying track, you cannot then lay track). But the game play is definitely fun and rewarding. And the optional features, like additional track and random map generation is definitely worth the cost of the program.

Editor's Note: Avalon Hill has announced that a patch is available which will allow those with four megs who have not been able to free enough memory to run the game. Also, the patch fixes lock ups when trying to buy a diesel when there are no more trains. It may be obtained by writing to them.

Thomas Vilfroy is a member of the Train Gamers Association, Inc and a long time train gamer. He has become one of the founding members of the first TGA Train Gaming Club based in Aurora, CO.

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Iron Dragon: Designers: Darwin P. Bromley and Tom Wham. Publisher: Mayfair Games, Inc. Retails at \$35.00

Riding on *The City of Ozu-Zarkh*

Reviewed by Mark A. Hughes

Iron Dragon is Mayfare's latest addition to its line of Empire Builder variants. Like the other games in this series, players of Iron Dragon use crayons to draw a network of tracks from dot to dot, called mileposts, across the landscape. In order to win, your rail line must link all but one of the major cities, and you must accumulate a certain amount of gold pieces, i.e. money. You earn gold pieces by delivering commodities to the cities listed on randomly drawn demand cards.

This is where the similarity between Iron Dragon and the other Empire Builder games end. Set in the fantasy world of Darwinina, Iron Dragon is the most complex and in many ways the most ambitious game yet released in this series. The degree of difference can be seen in the time it takes to play Iron Dragon, 3 to 4 hours at best. Far longer than any other Empire Builder game.

The increase in play time is primarily due to two factors. First: the map is the largest of any of the Empire Builder games. Second: the number of new concepts introduced in the game. In total these elements make Iron Dragon a refreshing departure from the typical Empire Builder fare.

The map depicts all of one continent, the new world, and a portion of another, the old world. In addition a separate map section details the under world, a land of Orcs and Trolls. Between the addition of a subterranean layer and the increased dot density, there's plenty of room to move around in, and unlike Nippon rails or Australia rails, Iron Dragon is better suited to 5 and 6 player

games.

Speaking of Orcs and Trolls. Since Iron Dragon is set in a fantasy world, there must be fantasy races, and this tempted the designers to give them some effect upon play. Enter the next new element, foremen. Each of the races of Darwinina has a special talent. Humans are good at building bridges, Dwarves are excellent miners, Cat men clear jungles, Elves build through forests and Hobbs.. er, Half.. em, I mean, Wee folk make great sailors. At the start of the game each player is dealt a foremen card. If you are not happy with your foremen, then you may turn it in and redraw until you get the one you want. You may also change foremen during your turn.

Your foremen entitles you to a discount off the cost of building track in or across certain kinds of terrain. In the case of the Wee folk, you receive a bonus when using ships, yes ships, but more on them later. There is a limit on the number of foremen per race, with one Orc, one Troll and two each of the other races. Which one to use and when to change them is an important element in winning.

Did I mention ships? In Iron Dragon, you can use ships to move your train from port to port. Ships are drawn at random from a ship deck and their speed ranges from 8 to 13. The faster the ship the greater the cost to hire. Like trains, ships move from dot to dot up to their speed per turn. You must pause to load and unload your train. When you enter a port either by train or ship, you must wait until your next turn to move off. Ships allow you the option of completing demand cards in distant cities without building track all across the board.

My favorite addition is the greater variety of trains and their faster speeds. In the other Empire Builder games your train choice is limited to speed 9 or speed 10 trains. Capable of carrying two or three loads. While the various trains in Iron Dragon are still limited to carrying two or three loads. Their speeds start at 10 and increase to 12, 14, and finally 16. The increased speed capabilities are

partially needed to offset the larger distances involved. But there's no denying the fun in zipping across the board at 16 mile posts per turn. I hope this train system, or one close to it, sees use in future games.

While this is a magical world. Magic plays only a small role in the game. The cities of Wikkedde and Ozu-Zarkh are permanently linked by a magical bridge, while an event card will do the same for the cities of Bluefeld and Octomare. These magical bridges allow players to link the two major cities of the old world with their rail lines in the new. You do not build rails across the bridges, nor do you pay anything for their use. Once you build a rail line to one of the magically bridged cities you are automatically linked to the other. It's a nice touch that helps players reach cities that might otherwise see little activity.

By now you have probably guessed, from the generally positivly tone of this review, that I like Iron Dragon. I have two main complaints. First the choices of background and border art used on the various game cards. I don't know what a steel plate pattern, borded by barbed wire has to do with Dragons, but since this odd art has no effect on play, big deal. My second complaint does have to do with an important part of play, river washouts. When a river disaster card is drawn, I feel that to many rivers wash out. In other games in this series up to three rivers will wash out per disaster card, with Iron Dragon you can loose up to 8 at once. In the early stages of the game when you have little money, such a disaster could knock you out of the game. I sugest that players be allowed to borrow from the bank for bridge repair in these cases. Given these two small complaints, I strongly recomend Iron Dragon.

Mark A Hughes is a train gamer and Puffing Billy Conductor living in the Denver area. He has also done reviews for Zone of Control.

tales from the new world

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cross over into Wikkedde to start my mission immediately when they gave me documents to deliver to the University in Octomare and diplomatic papers to Queen Tianna of the Bright Kingdom.

Wait! I do believe that we are moving! I shall go see.

One of the passengers, a lovely merchant heading home to Opal Bezin with a load of potions, came up with the fortunate idea of bribing Barzen with a little gold to let us by. A solution acceptable to all. Wonderful man!

After we crossed the bridge, we quickly steamed into Oykisord where many of our passengers, including the good merchant, debarked to take another train to Opal Bezin (they will be following the coastal line).

Our engineer, Nuff, also left the train and a new engineer, a half elf by the name of Otamarin Darry came aboard. (The last I saw of Nuff, he was heading for Oykisord Wayhouse.) We would be forging through a heavily forested area of the continent on our way to Octomare and rumor had it that some of the trees had been acting cranky and blocking the O & OZ Railway. It would be Darry's job to persuade them to move.

A little bit of history—I know that at one time the dragons and their engineers were paired for life but that arrangement soon became awkward as the rail network grew. Now, engineers trade dragons all the time and Wayhouses have been set up at every stop for their convenience. The Society of Rail Engineers has proliferated across Darwinina and many of their protocols and procedures are closely-guarded secrets.

I see the towers of Octomare University in the distance and they are every bit as beautiful as I have been led to believe. Yet, I find myself yearning to start my journey now. What wonders shall I see? Orcs and Catmen, wild dragons, and weefolk. First the Pirate Isles and the Bright Kingdom, and then the undiscovered continent!

puffing billy champions

The following lists are effective as of May 7, 1995. All winners will receive personal invitations in the mail.

These Puffing Billy champions have earned invitations to the Invitational Puffing Billy Championship to take place at RailCon '95.

Anthony Carver
Jon Davis
Chris Hamon
Edward Hewlett
Ron Kesten
Bob Mani
Anthony Medici
Anthony Mussillo
Bennie Norton
John Pardimont
Gary Swanson
George Terryancy
Thomas Wilhite
Gordon Waddington
Nathan Wagner Jr.
Trella Wilhite
Bill Woldemann
Elaine Woldemann

These TGA members have earned invitations to the Invitational Puffing Billy Championship by virtue of their TGA ranking point total, which had to be 3+ pts.

Chuck Finger
Mike Mussillo
Mark McAdven

These train gamers have earned invitations to the Masters Competitions at RailCon '95 by virtue of running an individual event in TGA-sanctioned Puffing Billy Tournaments.

Mike Holden
William Gallagher
Michael Tsuk
Todd Vander Pluym
Jim Ferguson
Todd Gobbiusch
Steve Robinson
David Marston
Mike Osborne
Bill Pasch
Neil Wilhite
Chris Acreman
Gerry Baywents
Mike Dozer
Karen Gundersen
Joe Ferguson
Keith Rondon
Gary Gray

Bruce van Meter
Marvin Birnbaum
Rodney Gross
Dave Loney
Kevin McKenzie
Larry Teiger
Philip Vogt
Terry Stuker
James Gandler
George Harris
Bill Gobbiusch
Will Miller
Edward Kazmier
Mark Colleweiss
Scott Ingram
Carol Rutherford
James Vaughn

Congratulations to all our winners! We hope to see you at RailCon '95.

Puffing Billy

Tournament Results

Capital Con X

Puffing Billy Conductors:
Springfield Games Association

Capital Con X took place Jue 18-19, 1994 in Springfield, Illinois. About 275 people attended the convention and there was good participation in the Puffing Billy Tournament®. Mayfair Games, Inc. provided the prizes and a special trophy was awarded: a HO scale box car, painted and decaled for the local Illinois Terminal Lines, securely mounted on a section of track. The trophy was created by Mike Rodgers, a member of both the SGA and TGA, who will, by the way, be the Puffing Billy Conductor for Capital Con XI.

CAPITAL CON X PUFFING BILLY CHAMPION

Gary Swanson (8.63) — 1 pt

Agent of Change: Karen Gunderson

Australian Rails: Bruce VanMetre

North American Rails: Jim Ferguson

Eurorails: Jim Ferguson

Rail Baron: Gary Swanson

Rockcon 1994

November 4-6, 1994

ROCKCON 1994 PUFFING BILLY CHAMPION

Anthony Mussillo — 1 pt

Round Con 1995

January 27-29, 1995
Puffing Billy Conductor:
Trella Wilhite

ROUND CON 1995

PUFFING BILLY CHAMPION
Rob Mani — 1 pt

Iron Dragon: George Harris

1856: Rob Mani

Australian Rails: Trella Willhite

Freight Train: Rob Mani

Winter Fantasy 1995

February 13-15, 1995
Puffing Billy Conductors:
Darwin and Peter Bromley

WINTER FANTASY 1995 PUFFING BILLY CHAMPION

Anthony Carver — 1 pt

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Total Confusion IX

February 23-26, 1995

Puffing Billy Conductors:
David Mitton
Jay Tummelson

TOTAL CONFUSION IX

PUFFING BILLY CHAMPION

Bernie Norton (11.686) — 1 pt

1830: Rich Goldbar

Empire Builder: Bernie
Norton

Freight Train: Marvin
Birnbaum

Rail Baron: Dave Lionett

Empire Builder International:
Joe Rushanan

18xx: Michael Tsuk

Concentric 1995

March 3-5, 1995

CONCENTRIC 1995

PUFFING BILLY CHAMPION

Ed Hewlett — 1 pt

18xx Variants: David Lionett

Rail Baron: Trella Wilhite

Empire Builder: Tony
Mussilio

Eurorails: Ed Hewlett

Iron Dragon: Will Mulin

1830: Matt Godlewski

Egyptian Campaigns

March 3-5, 1995

EGYPTIAN CAMPAIGNS

PUFFING BILLY CHAMPION

Jon Davis — 1 pt

Empire Builder: Edward
Kazzimir

North American Rails: Scott
Parsons

1835: Jon Davis

Eurorails: Carol Toczyłowski

Silverton: James Vaughn

1830: Gary Gray

Australian Rails: Jon Davis

Iron Dragon: Carol
Toczyłowski

Con of the North

Puffing Billy Conductor:
Peter Bromely

CON OF THE NORTH

PUFFING BILLY CHAMPION

Chris Hannon — 1 pt

Spring Revel

Puffing Billy Conductors:
Train Gamers Association

SPRING REVEL PUFFING

BILLY CHAMPION

Ed Hewlett — 1 pt

TGA Open House 1

April 8-9, 1995

Puffing Billy Conductor:
Heather Barnhorst

The TGA Open House 1 took
place at the home of Heather
Barnhorst and Kris Marquardt

the manifest

For those of you who have
access to World Wide Web, you
can now check out the TGA's very
own homepage.

<http://www.minsinc.com/utopia/TGA/TGA.html>

Not only will you be able to
obtain information about the
TGA, RailCon, and Puffing Billy
Tournaments® around the
country but you will also be able
to look up Train Gamers Gazette
articles, a comprehensive list of
train games (eventually), and
reviews of train games. We are
hoping to also have all sorts of
Membership forms, RailCon '95
preregistration forms, and a host
of Puffing Billy Tournament®
related forms on-line.

We thank Mark J. Smith for
agreeing to maintain and update
the page.

The TGA is proud to announce
the first TGA Train Gaming
Club. A group of train gamers in
the Denver Metro area has
formed the Aurora Chapter of the
TGA Train Gaming Club. They
will be meeting at the Attactix
store in Aurora, CO. All train
gamers in the area are invited to
join them the first Sunday of
each month from noon to 5 pm.
TGA members from around the
country who may be visiting the
area are also invited to these
meetings.

The TGA would like to encourage
any group of train gamers who is
interested in affiliating itself
with the TGA as a TGA Train
Gaming Club to contact us at
303-680-7824.

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tga rankings

Following is a list of train gamers who have gained TGA points through participating in Puffing Billy Tournaments® around the country. This list is effective as of May 7, 1995 with a few conventions having not reported as of yet. Only TGA members may keep their TGA points. A train gamer who is not a TGA member but who joins the TGA may keep the points they earned from any Puffing Billy Tournament®.

Verheiden, Eric	10 pts
Waddington, Gordon	9 pts
Puddifoot, John	8 pts
Carver, Anthony	7 pts
Massullo, Mike	6 pts
McFadyen, Mark	5 pts
Finger, Chuck	4 pts
Hewlett, Edward	4 pts
Willhite, Trella	4 pts
Cross, Rodney	3 pts
Vilfroy, Thomas	3 pts
Mussillo, Anthony	2 pts
Padgett, Steven*	2 pts
Peeck, Bill	2 pts
Short, Bill	2 pts
Davis, Jon	1 pt
Finkel, Herb*	1 pt
Hannon, Chris*	1 pt
Mani, Rob*	1 pt
Norton, Bernie*	1 pt
Swanson, Gary*	1 pt
Wagner, Nathan Jr	1 pt

Names with asterisks after them are non-TGA members who have the chance to keep their TGA points if they join the TGA.

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in Aurora, CO and was planned as both a qualifying event for the RailCon '95 Invitational Puffing Billy Championship and as a means to introduce the TGA to local train gamers.

Seventeen people attended with more cancelling at the last minute due to unexpected snowstorm that socked the Denver area on Sunday. No individual tournaments were held and all train game events were treated as qualifying heats only for the Puffing Billy Tournament. We expect to host another TGA Open House (possibly sponsored by the newly-forming TGA Denver Train Gaming Club) before RailCon '95.

TGA OPEN HOUSE 1 PUFFING BILLY CHAMPION

Nathan Wagner, Jr — 1 pt

Attactix Mayfair Only Puffing Billy Tournament

May 6-7, 1995

Puffing Billy Conductors:
Heather Barnhorst
Kris Marquardt

Attactix, an Aurora, CO game store, designated May as its "Mayfair May" month and, as part of the festivities, sponsored a Puffing Billy Tournament®. The tournament was unusual in that only Mayfair train games would be used in the Tournament. Mayfair supported the tournament by sending gift certificates for prizes. Mayfair also sent two copies of 1856 to be used during the tournament.

1856: Mark Hughes
Kristopher Marquardt

Empire Builder: Mark Hughes
North American Rails:

Tom Vilfroy

Australian Rails: Tom Vilfroy

British Rails:

Heather Barnhorst

Iron Dragon:

Heather Barnhorst

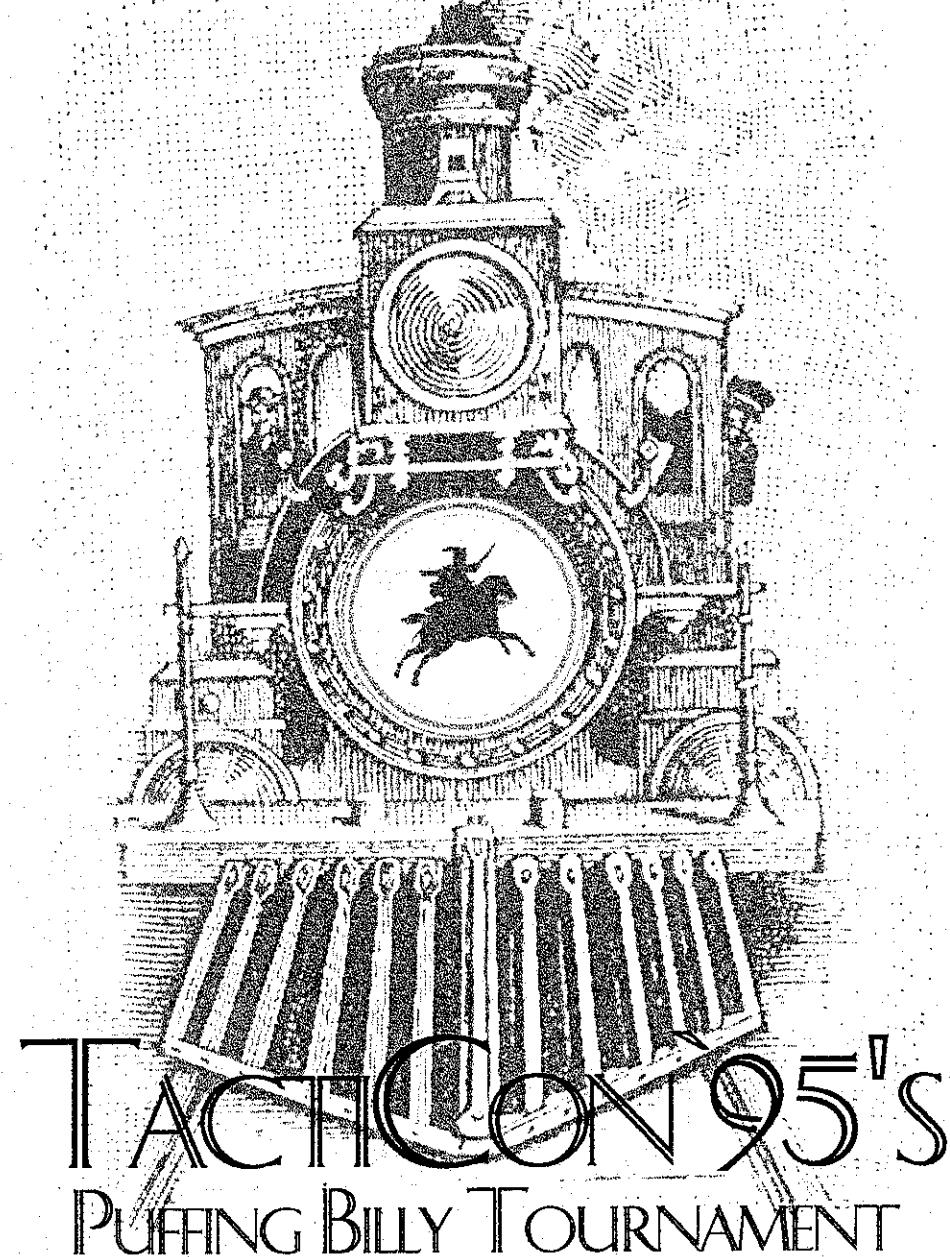
Express: Tom Vilfroy

David Mitton who wrote the feature article for the last issue of the TGG, *Highballing on the Information Super Railways*, has sent us some changes that he thought our readers might like to know about.

The CompuServe PBM Games forum has been reorganized and rail games are now discussed in the somewhat less obviously named Message section 11, "Other Board Games" and likewise game status zines are posted in Library section 11.

He erred in naming the newsgroup "rec.games.marketplace." It is really called "rec.games.board.marketplace."

THE DENVER GAMERS ASSOCIATION
PROUDLY PRESENTS...

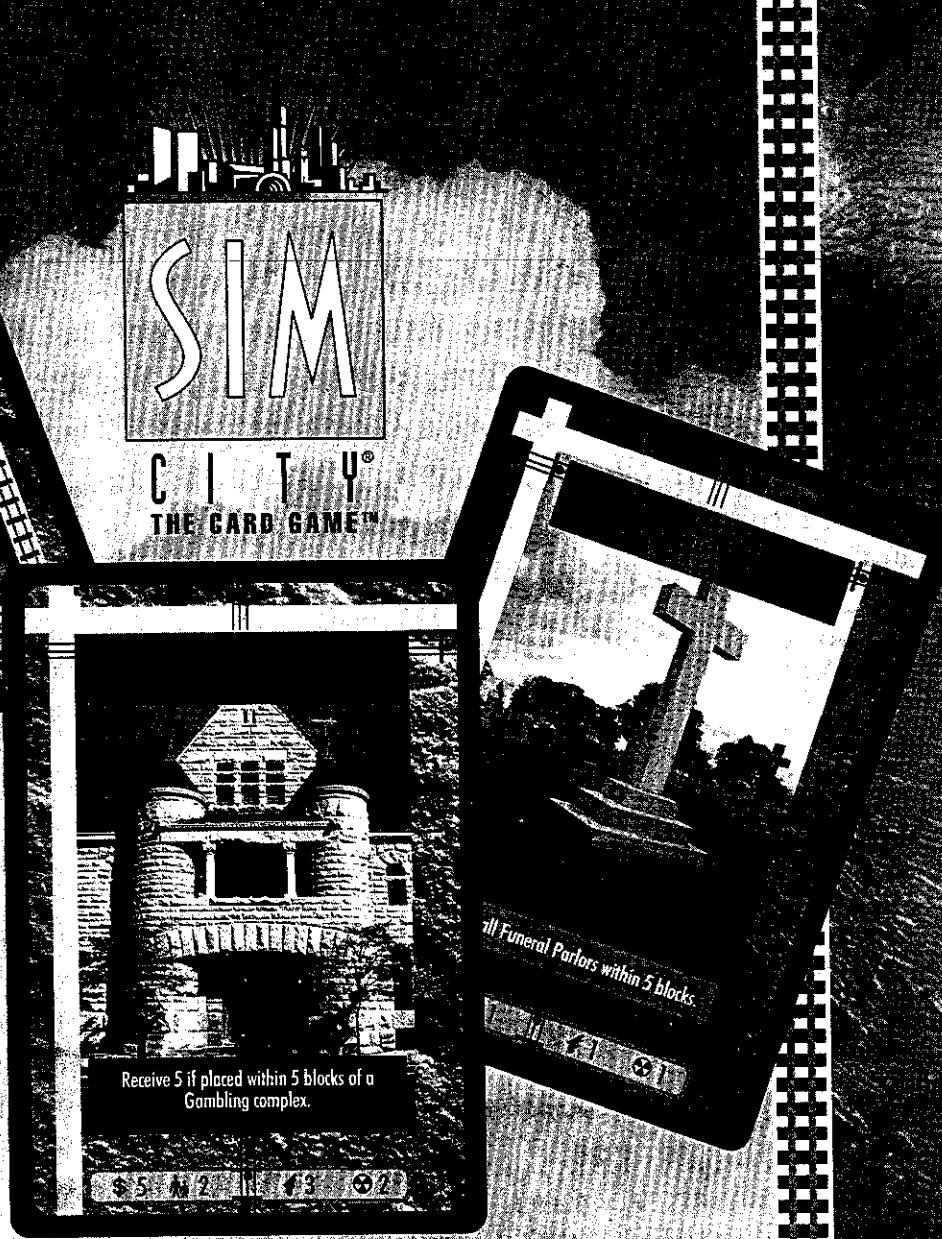


**TACICON 95's
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SEPTEMBER 15-17, 1995
SHERATON HOTEL WEST
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PUFFING BILLY CONDUCTORS:
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